

# TECHNOkids® ISTE Standards



## ISTE Standards for Students

*Correlation of TechnoKids Technology Projects to  
ISTE Standards for Students*

<b>ISTE Standards for Grades 1-2 Students</b>	<b>Start</b>	<b>Stories</b>	<b>Me</b>	<b>Gallery</b>	<b>Painter</b>	<b>Bookmaking</b>
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>						
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•
c. Use models ( <i>templates, samples</i> ) and simulations to explore complex systems and issues	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>	•	•	•	•	•	•
<b>2. Communication and collaboration - Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</b>						
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•	•	•		•
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats	•	•	•	•	•	•
c. Develop cultural understanding and global awareness by engaging with learners of other cultures						
d. Contribute to project teams ( <i>groups, classes</i> ) to produce original works or solve problems	•		•			•
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>						
a. Plan strategies to guide inquiry		•				
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media		•	•	•	•	
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•				•	
d. Process data and report results		•	•	•	•	
<b>4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</b>						
a. Identify and define authentic problems and significant questions for investigation	•	•	•		•	•
b. Plan and manage activities to develop a solution or complete a project	•	•	•	•	•	•
c. Collect and analyze data to identify solutions and/or make informed decisions	•				•	
d. Use multiple processes and diverse perspectives to explore alternative solutions	•	•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>						
a. Advocate and practice safe, legal, and responsible use of information and technology	•	•	•	•	•	•
b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	•	•	•	•	•	•
c. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>						
a. Understand and use technology systems	•	•	•	•	•	•
b. Select and use applications effectively and productively	•	•	•	•	•	•
c. Troubleshoot systems and applications	•	•	•	•	•	•
d. Transfer current knowledge to learning of new technologies	•	•	•	•	•	•

	Internet	Journal	Presenter	Research	Toon	Candy	Timeline	Trivia
<b>ISTE Standards for Grades 3-5 Students</b>								
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>								
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression		•	•	•	•	•	•	•
c. Use models ( <i>templates, samples</i> ) and simulations to explore complex systems and issues	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>	•	•	•	•	•	•	•	•
<b>2. Communication and collaboration - Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</b>								
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•	•	•	•	•	•	•
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats	•	•	•	•	•	•	•	•
c. Develop cultural understanding and global awareness by engaging with learners of other cultures								
d. Contribute to project teams ( <i>groups, classes</i> ) to produce original works or solve problems	•		•				•	•
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>								
a. Plan strategies to guide inquiry	•	•	•	•	•	•	•	•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•	•	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•		•	•			•	•
d. Process data and report results	•	•	•	•	•	•	•	•
<b>4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</b>								
a. Identify and define authentic problems and significant questions for investigation	•		•	•		•	•	•
b. Plan and manage activities to develop a solution or complete a project		•	•	•	•	•	•	•
c. Collect and analyze data to identify solutions and/or make informed decisions	•		•	•		•	•	•
d. Use multiple processes and diverse perspectives to explore alternative solutions	•	•	•	•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>								
a. Advocate and practice safe, legal, and responsible use of information and technology	•	•	•	•	•	•	•	•
b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	•	•	•	•	•	•	•	•
c. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>								
a. Understand and use technology systems	•	•	•	•	•	•	•	•
b. Select and use applications effectively and productively	•	•	•	•	•	•	•	•
c. Troubleshoot systems and applications	•	•	•	•	•	•	•	•
d. Transfer current knowledge to learning of new technologies	•	•	•	•	•	•	•	•

	Newsletter	Restaurateur	Map	Biography	Budget	Debate	Travel	HTML5	Questionnaire	Blog
<b>ISTE Standards for Grades 6-8 Students</b>										
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>										
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•	•	•	•	•
c. Use models ( <i>templates, samples</i> ) and simulations to explore complex systems and issues	•	•	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>		•		•	•	•			•	•
<b>2. Communication and collaboration - Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</b>										
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•	•	•		•	•	•	•	•
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats	•	•	•	•	•	•	•	•	•	•
c. Develop cultural understanding and global awareness by engaging with learners of other cultures										
d. Contribute to project teams ( <i>groups, classes</i> ) to produce original works or solve problems						•			•	•
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>										
a. Plan strategies to guide inquiry	•		•	•	•	•	•	•	•	•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•		•	•	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•	•	•	•	•	•	•	•	•	•
d. Process data and report results	•	•	•	•	•	•	•	•	•	•
<b>4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</b>										
a. Identify and define authentic problems and significant questions for investigation	•	•	•	•	•	•	•	•	•	•
b. Plan and manage activities to develop a solution or complete a project	•	•	•	•	•	•	•	•	•	•
c. Collect and analyze data to identify solutions and/or make informed decisions	•	•	•	•	•	•	•	•	•	•
d. Use multiple processes and diverse perspectives to explore alternative solutions	•	•		•	•	•		•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>										
a. Advocate and practice safe, legal, and responsible use of information and technology	•	•	•	•	•	•	•	•	•	•
b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	•	•	•	•	•	•	•	•	•	•
c. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship ( <i>make good choices, act as a role model, provide guidance to others</i> )	•	•	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>										
a. Understand and use technology systems	•	•	•	•	•	•	•	•	•	•
b. Select and use applications effectively and productively	•	•	•	•	•	•	•	•	•	•
c. Troubleshoot systems and applications	•	•	•	•	•	•	•	•	•	•
d. Transfer current knowledge to learning of new technologies	•	•	•	•	•	•	•	•	•	•

ISTE Standards for Grades 9-12 Students	Advertise	Specialist	Mission	Investor	Photoshop	Animate	Planner	Wonderland
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>								
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•	•	•
c. Use models ( <i>templates, samples</i> ) and simulations to explore complex systems and issues	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>	•	•		•			•	•
<b>2. Communication and collaboration - Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</b>								
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•		•	•	•	•	•
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats	•	•	•	•	•	•	•	•
c. Develop cultural understanding and global awareness by engaging with learners of other cultures								
d. Contribute to project teams ( <i>groups, classes</i> ) to produce original works or solve problems				•				
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>								
a. Plan strategies to guide inquiry	•	•	•	•		•	•	•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•	•	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•	•	•	•	•	•	•	•
d. Process data and report results	•	•	•	•	•	•	•	•
<b>4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</b>								
a. Identify and define authentic problems and significant questions for investigation	•	•	•	•	•	•	•	•
b. Plan and manage activities to develop a solution or complete a project	•	•	•	•	•	•	•	•
c. Collect and analyze data to identify solutions and/or make informed decisions	•	•	•	•	•	•	•	•
d. Use multiple processes and diverse perspectives to explore alternative solutions	•	•		•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>								
a. Advocate and practice safe, legal, and responsible use of information and technology	•	•	•	•	•	•	•	•
b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	•	•	•	•	•	•	•	•
c. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>								
a. Understand and use technology systems	•	•	•	•	•	•	•	•
b. Select and use applications effectively and productively	•	•	•	•	•	•	•	•
c. Troubleshoot systems and applications	•	•	•	•	•	•	•	•
d. Transfer current knowledge to learning of new technologies	•	•	•	•	•	•	•	•